



Monetizing the Community

GDC 2007

Sulka Haro, Sulake Corporation

sulake

Sulka Haro – Sulake Corporation Oy

everyone can play.

Sulka Haro

lead designer



sulake

Sulka Haro – Sulake Corporation Oy

4
everyone can play.



sulake

Sulka Haro – Sulake Corporation Oy

5
everyone can play.

Helsinki, Finland

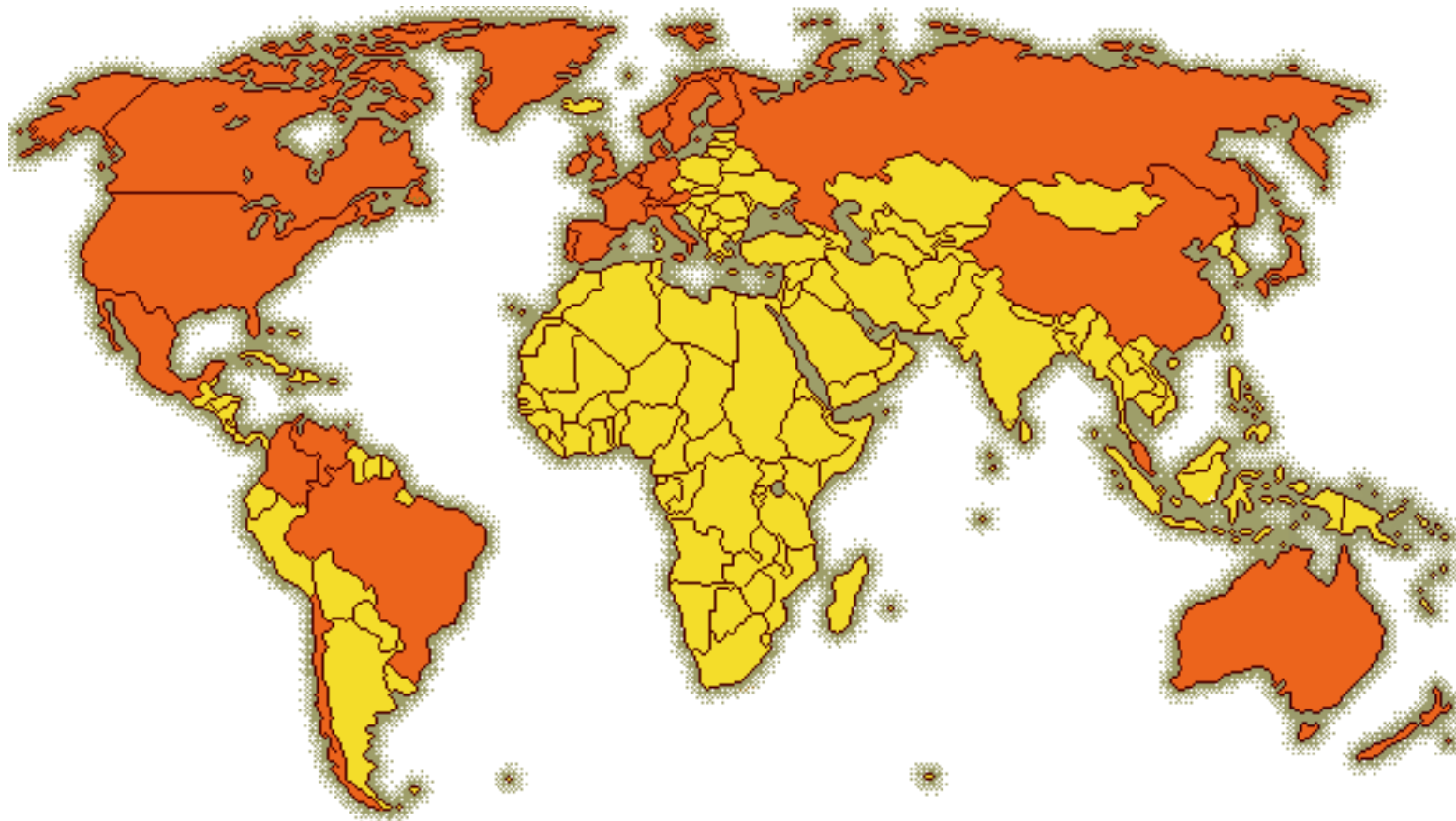
270 people



sulake

Sulka Haro – Sulake Corporation Oy

8
everyone can play.



sulake

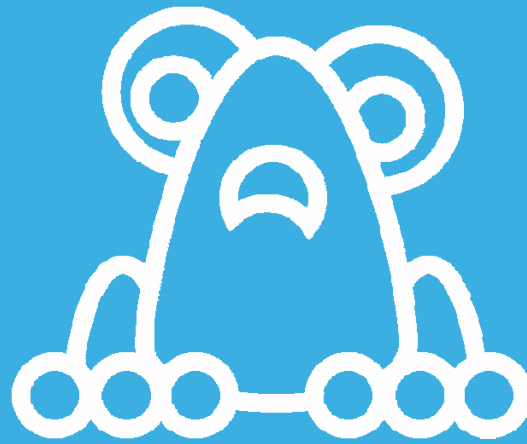
Sulka Haro – Sulake Corporation Oy

9

everyone can play.

around 7.5 million visitors / month

free to play, pay for stuff



History

sulake

Sulka Haro – Sulake Corporation Oy

everyone can play.

1999

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13
everyone can play.



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Sulka Haro – Sulake Corporation Oy

14
everyone can play.

2000

sulake

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15
everyone can play.



LUMISOTA

James.H: =(

huubahoo: heips

2fast4u: Hubaho

KaiSuliini: kuis vanha sä olitkaan??

Sano:

PERUSTA UUSI PELI

Perustetut pelit
1 alkamassa, 2 käynnissä

y - 3:00
 -3 lumirobo1
 lumirobo2 VS -lumimies-
 lumirobo3
 ...

Jes!!! - 6:00
 1 Amblu VS -1 Psychic
 ...

mä vs joku!!!! - 3:00
 ... VS ukko1Ω
 ...
 LIITY LIITY

GSM 050
RADIO LINJA



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18
everyone can play.

text messages for powerups





text messages for furniture

2001

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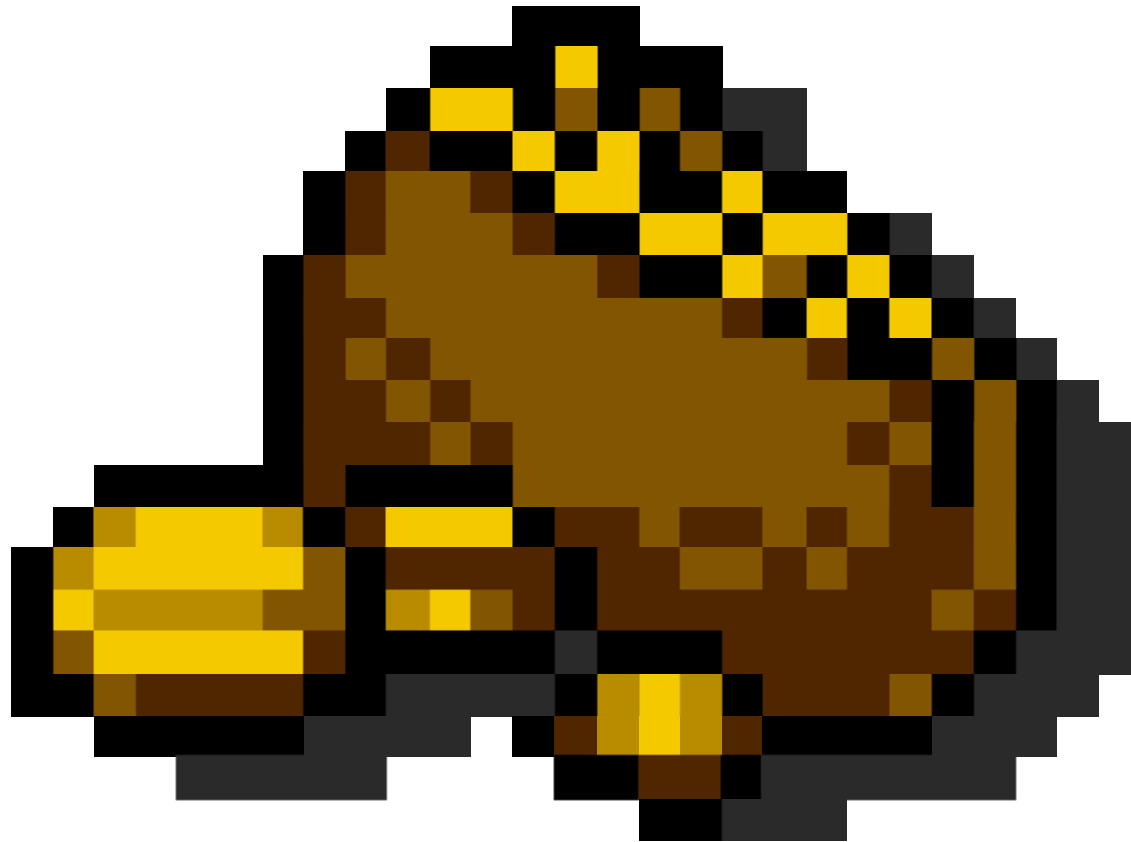
23
everyone can play.



sulake

Sulka Haro – Sulake Corporation Oy

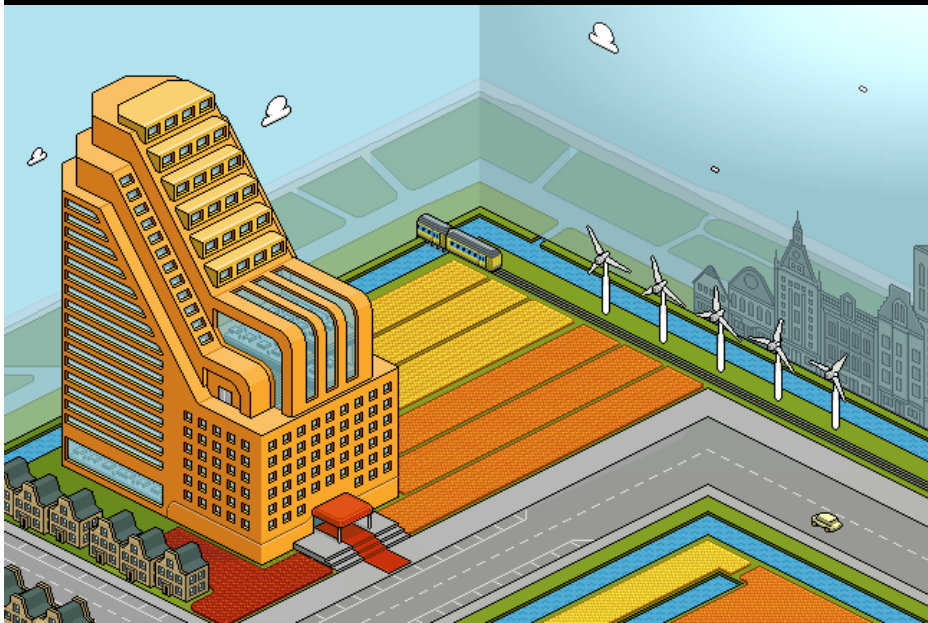
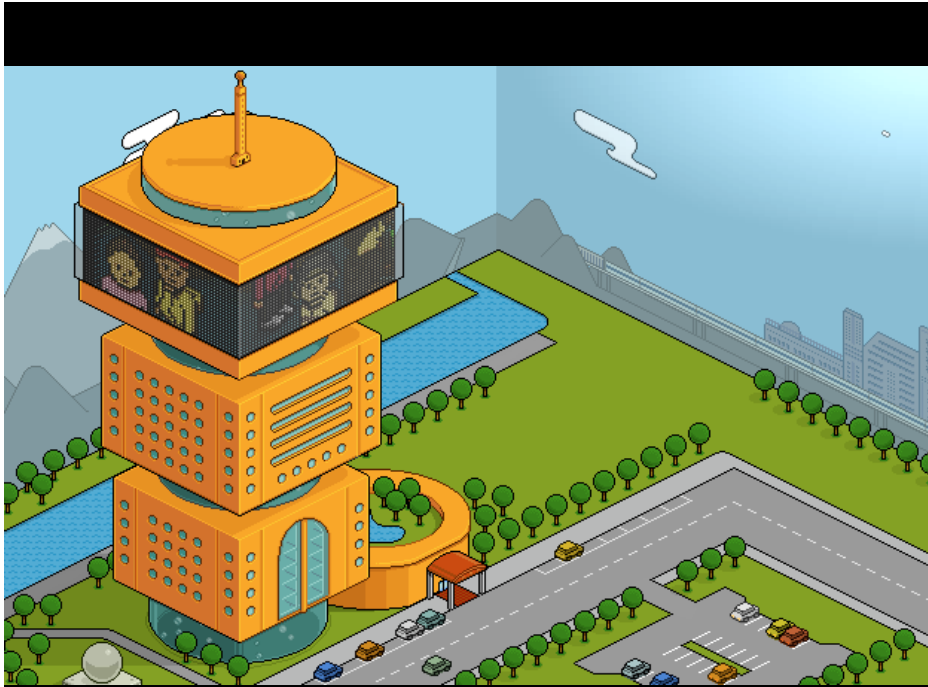
24
everyone can play.



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25
everyone can play.



even more methods for payment



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28
everyone can play.



hi there, behind the
screen



over 100 integrated payment systems

2005

sulake

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32
everyone can play.

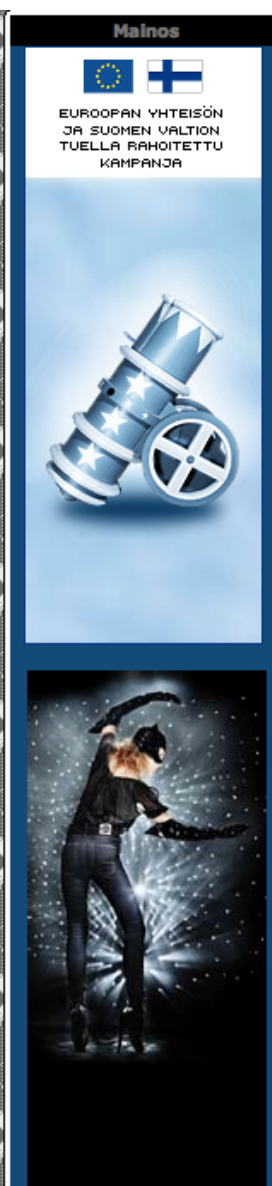


2006

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Sulka Haro – Sulake Corporation Oy

34
everyone can play.



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35
everyone can play.





user generated content















UGC is too vague

what is content?

room layouts?

yes, but..

why do the users come back?

why purchase?

sulake

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51
everyone can play.

user to user interaction

user created activity

please, no UGC

that's it, thank you